

Velunus Magidicus

Warden

CLASS & LEVEL

Imperial

BACKGROUND

PLAYER NAME

CHARACTER NAME

RACE

ALIGNMENT

XP

STRENGTH 12 +1	INSPIRATION
DEXTERITY 14 +2	+2 PROFICIENCY BONUS
CONSTITUTION 9 -1	O +1 Strength O +2 Dexterity O -1 Constitution ● +2 Intelligence ● +5 Wisdom O -1 Charisma
INTELLIGENCE 12 +1	SAVING THROWS
WISDOM 16 +3	O +2 Acrobatics (Dex) ● +5 Animal Handling (Wis) O +1 Arcana (Int) O +1 Athletics (Str) O -1 Deception (Cha) ● +3 History (Int) ● +5 Insight (Wis) O -1 Intimidation (Cha) O +1 Investigation (Int) ● +5 Medicine (Wis) ● +3 Nature (Int) O +3 Perception (Wis) O -1 Performance (Cha) O -1 Persuasion (Cha) O +1 Religion (Int) O +2 Sleight of Hand (Dex) O +2 Stealth (Dex) ● +5 Survival (Wis)
CHARISMA 9 -1	SKILLS

16 ARMOR CLASS	+2 INITIATIVE	30' SPEED
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HIT POINT MAXIMUM 21	CURRENT HIT POINTS
	TEMPORARY HIT POINTS
TOTAL 3 d8 HIT DICE	SUCCESES FAILURES DEATH SAVES

NAME	ATK BONUS	DAMAGE/TYPE
Sword	+3	1d6+1 slash

Frost Cloak: -Gain 10 temporary Health	ATTACKS & SPELLCASTING
Swarm: -Force an opponent to pass a Constitution save or inflict 1d6 Poison damage	

CP	Breastplate Armor
SP	Shield
EP	Sword
GP	
PP	

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS

The common folk love me for my kindness and generosity.

PERSONALITY TRAITS

Life is like the seasons, in constant change, and we must change with it.

IDEALS

I fight for those who cannot fight for themselves.

BONDS

I'm a sucker for a pretty face.

FLAWS

Fungle Growth (1x a day):

-Heal 1d8+3 yourself and an ally.

Diplomat:

-Gain Advantage on Persuasion and Deception.

Animal Friendship:

-Charm an animal.

Create Food and Water (1x a day):

-Create 5 liters of clean water.

-Create 2 kg of basic food.